

- ☐ **77. A paper-based interface for video browsing and retrieval**
Graham, J.; Hull, J.J.;
Multimedia and Expo, 2003. ICME '03. Proceedings. 2003 International Conference on
Volume 2, 6-9 July 2003 Page(s):II - 749-52 vol.2
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Graham, J.; Hull, J.J.;
Consumer Electronics, 2002. ICCE. 2002 Digest of Technical Papers. International Conference on
18-20 June 2002 Page(s):214 - 215
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Jamey Graham, Berna Erol, Jonathan J. Hull, Dar-Shyang Lee

November 2003 **Proceedings of the eleventh ACM international conference on Multimedia**

Publisher: ACM Press

Full text available: [pdf\(181.63 KB\)](#) Additional Information: [full citation](#), [abstract](#), [references](#), [index terms](#)

Video Paper is a prototype system for multimedia browsing, analysis, and replay. Key frames extracted from a video recording are printed on paper together with bar codes that allow for random access and replay. A transcript for the audio track can also be shown so that users can read what was said, thus making the document a stand-alone representation for the contents of the multimedia recording. The Video Paper system has been used for several applications, including the analysis of recorded me ...

Keywords: access, paper-based multimedia browsing, replay, retrieval

2 [New techniques for presenting instructions and transcripts: Books with voices: paper transcripts as a physical interface to oral histories](#)



Scott R. Klemmer, Jamey Graham, Gregory J. Wolff, James A. Landay

April 2003 **Proceedings of the SIGCHI conference on Human factors in computing systems**

Publisher: ACM Press

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Our contextual inquiry into the practices of oral historians unearthed a curious incongruity. While oral historians consider interview recordings a central historical artifact, these recordings sit unused after a written transcript is produced. We hypothesized that this is largely because books are more usable than recordings. Therefore, we created Books with Voices: bar-code augmented paper transcripts enabling fast, random access to digital video interviews on a PDA. We present quantitative re ...

Keywords: augmented reality, handheld, interactive paper, oral history, reading, tangible interface, video retrieval


3

[Visual interfaces for solids modeling](#)




-  Cindy Grimm, David Pugmire
December 1995 **Proceedings of the 8th annual ACM symposium on User interface and software technology**


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Keywords: user interfaces

- 4 Poster session 1: video annotation, indexing and retrieval: Video booklet: a natural video searching and browsing interface 

 Cai-Zhi Zhu, Xian-Sheng Hua, Tao Mei, Xiu-Qing Wu

November 2005 **Proceedings of the 7th ACM SIGMM international workshop on Multimedia information retrieval MIR '05**

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In this paper, we propose a novel system, named Video Booklet, which enables efficient and natural personal video browsing and searching. In the system, firstly representative thumbnails of a collection of video segments are selected through an elaborate booklet generation approach, and then reshaped by a set of pre-trained personalized shape templates (such as circle, heart, sector, stamp, etc), consequently printed out on a real booklet or album. When users plan to browse the content of their ...


Keywords: active shape models, self-training, video album, video booklet, video retrieval, video summarization

- 5 Using deformations to explore 3D widget design 

 Scott S. Snibbe, Kenneth P. Herndon, Daniel C. Robbins, D. Brookshire Conner, Andries van Dam


July 1992 **ACM SIGGRAPH Computer Graphics , Proceedings of the 19th annual conference on Computer graphics and interactive techniques SIGGRAPH '92**, Volume 26 Issue 2

Publisher: ACM Press

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- 6 Designing PETS: a personal electronic teller of stories 

 Allison Druin, Jamie Montemayor, Jim Hendler, Britt McAlister, Angela Boltman, Eric Fiterman, Aurelie Plaisant, Alex Kruskal, Hanne Olsen, Isabella Revett, Thomas Plaisant Schwenn, Lauren Sumida, Rebecca Wagner

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Publisher: ACM Press

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We have begun the development of a new robotic pet that can support children in the storytelling process. Children can build their own pet by snapping together the modular animal parts of the PETS robot. **After** their pet is built, children can tell stories using the **My Pets software**. These stories can then be acted out by their robotic pet. This video paper describes the motivation for this research and the design process of our intergenerational design team in bui ...

Keywords: PETS, children, cooperative inquiry, design techniques, educational applications, intergenerational design team, robotics


7 The GAZE groupware system: mediating joint attention in multiparty communication and collaboration



Roel Vertegaal

May 1999 **Proceedings of the SIGCHI conference on Human factors in computing systems: the CHI is the limit**

Publisher: ACM Press

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In this paper, we discuss why, in designing multiparty mediated systems, we should focus first on providing non-verbal cues which are less redundantly coded in speech than those normally conveyed by video. We show how conveying one such cue, gaze direction, may solve two problems in multiparty mediated communication and collaboration: knowing who is talking to whom, and who is talking about what. As a candidate solution, we present the GAZE Groupware System, which combines support for ...

Keywords: CSCW, VRML 2, attention, awareness, eyetracking, gaze direction, multiparty videoconferencing

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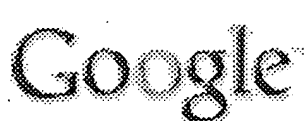
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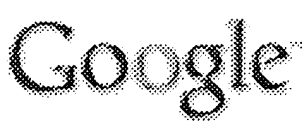
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... of a 25- frame **video** sequence and an **audio** signal ... shelf **video** equipment, the face-finding process is one of the most important steps in **feature extraction**. ...

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... level **features** might include skin color, body forms and eye or ... An interesting **extraction** technique for **audio** was described by ... can of course be done to **video** too ...

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... Search Speed The task was to search for and find a commercial (15 s) in a **video** recording of TV broadcasting (6 h). In the **audio feature extraction**, the **audio** ...

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... from those units, based on both **video** and **audio** ... But, fully automated content **extraction**
is a much more ... tools, using low-level visual **features** and content ...
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... dia queries as they all had **video** clips, images, or **audio** clips as ... 3 **Feature extraction**
A potentially important asset to help **video** search/navigation is the ...
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... our general framework in Figure 1. Note that the **audio** classification and the **video feature extraction** both produce candidates for sports highlights. ...
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